

v. 'one for the money'

Character Name:

dT type :

Main Stats:		Normal	Current	Secondary Stats:		Normal	Current
Perception:		✓		MainOffenseStat:		✓	
Endurance :		✓		MainDefenseStat:		✓	
Reflexes :		✓		InitiativeMod :		✓	
Strength :		✓		Stamina :		✓	
Options :		✓		Height :		✓	
Nerves :		✓		Weight :		✓	

$$\begin{array}{l} \text{Melee:} \\ \text{Attack:} \\ \text{Total} \end{array} = \begin{array}{c} + \\ \text{MoS} \end{array} + \begin{array}{c} + \\ \text{ESMod} \end{array} + \begin{array}{c} + \\ \text{SizeMod} \end{array} + \begin{array}{c} + \\ \text{MiscMod} \end{array}$$

$$\begin{array}{l} \text{Defense:} \\ \text{Total} \end{array} = \begin{array}{c} + \\ \text{MoS} \end{array} + \begin{array}{c} + \\ \text{ESMod} \end{array} + \begin{array}{c} + \\ \text{SizeMod} \end{array} + \begin{array}{c} + \\ \text{MiscMod} \end{array} + 1/2d$$

Attack:					Defense:						
Range:	=	+	+	+	Total	=	+	+	+	+1/2d	
		MoS	PRMod	SizeMod	MiscMod			MoS	PRMod	SizeMod	MiscMod

Skills, Abilities, and Traits	Strain and Stress

Okay I've decided im not going to try and seperate this shit so I'm sorry you're going to have to deal with this being painful and hard to read, the only seperations it will have will be paragraphs and shit, maybe some bold and italic text here and there or something. But whatever, so lets start this shit

revision 1: after making the leveling portion, i decided to come back and add little seperators to make it easier to read i guess :p

STATS:

There are 12 Stats per character, seperated into 2 groups of six, the main stats and the secondary stats. The main stats are as follows:

PERCEPTION: Your character's ability to sense things, from the main 5 senses, to their ability to sense things around them and stuff like that.

ENDURANCE: Basically speaking, how tough your character is, how well they take damage and exertion of a physical nature. How strong is their immune system, that kinda stuff.

REFLEXES: How fast and agile your character is, along with how dextrous they are.

STRENGTH: Pretty self explanatory. How physically strong your character is.

OPTIONS: Intelligence, or how many options your character can think of in the shortest amount of time. (Here's a hint, your AP also happens to be your Options)

NERVES: If Endurance is for your body, then Nerves would be for your mind, how calm you can stay under pressure, your will power, that kinda stuff.

An astute reader might've noticed that all of that together spells **PERSON**, in other words, the name of the game. Congratulations. None of these stats have upper limits and while I guess it is possible to have negative stats, it would suck to start out with negative stats, so don't do that.

The Secondary Stats are as follows:

MAIN OFFENSE SKILL: How good your character is at handling offensive actions, such as attacking. This is in general and not tied to any specific method of fighting.

MAIN DEFENSE SKILL: How good your character is at defending themselves. Again, in general and not tied to any specific method of defending.

INITIATIVE MODIFIER: A stat that modifies their placement on when their turn will take place.

STAMINA: Stamina is a special stat, think of it like a 'bonus' kinda thing. For a single turn, you can take all your stamina points and put it into another stat, therefore bolstering your ability to use said stat. After being used, stamina only replenishes when your character is not exerting themselves physically and mentally. One point a turn.

HEIGHT: Obviously it pertains to how tall your character is, use the Metric system preferably.

WEIGHT: Having to do with how much your character weighs, use the Metric system.

Now those are the 12 stats that really defines a character. However when you get into rough situations and need to do a little dirty work, in comes some new things. Specifically your 4 combat stats.

MELEE DEFENSE

MELEE ATTACK

RANGED DEFENSE

RANGED ATTACK

These 4 stats determine your character's ability to fight/defend themselves in both melee and ranged and balhabhlablh. It takes only the smallest amount of math to figure out. So Let's do this.

MELEE DEFENSE:

This stat is determined by adding your **MAIN DEFENSE SKILL** to your **ES MOD**, **SIZE MOD**, and **ANY MISCELLANEOUS MODIFIERS**. Then adding $\frac{1}{2}$ of your **DICE TYPE** onto it.

You determine your **ES MOD** by adding your **ENDURANCE** to your **STRENGTH** then dividing it by two.

MELEE ATTACK:

This stat is determined by adding your **MAIN DEFENSE SKILL** to your **ES MOD**, **SIZE MOD**, and **ANY MISCELLANEOUS MODIFIERS**.

You determine your **ES MOD** by adding your **ENDURANCE** to your **STRENGTH** then dividing it by two.

RANGED DEFENSE:

This stat is determined by adding your **MAIN DEFENSE SKILL** to your **PR MOD**, **SIZE MOD**, and

ANY MISCELLANEOUS MODIFIERS. Then adding **1/2** of your **DICE TYPE** onto it.

You determine your **PR MOD** by adding your **PERCEPTION** to your **REFLEXES** then dividing it by two.

RANGED ATTACK:

This stat is determined by adding your **MAIN DEFENSE SKILL** to your **PR MOD**, **SIZE MOD**, and **ANY MISCELLANEOUS MODIFIERS**.

You determine your **PR MOD** by adding your **PERCEPTION** to your **REFLEXES** then dividing it by two.

SKILLS, TRAITS, AND ABILITIES

When all of that is said and done, you now only have 2 more sections to go. Specifically your **SKILLS, TRAITS, AND ABILITIES**. Then your **STRAIN AND STRESSES**.

Your **STRAIN AND STRESSES** is actually a list of things your character is currently undergoing physically, mentally, and spiritually if your setting so demands it. So for this moment, you will leave it empty until your character is injured, harmed, or otherwise made uncomfortable in any way that a stat bonus that is either good or bad is added to your character.

Your **SKILLS, TRAITS, AND ABILITIES** is how you decide what your character is good at and what they can do. They are decided as follows

[SK] CLASS: SUBJECT/SPECIALTY - RANK

Now let's explain that.

[SK] means that this is a skill, a skill of which is what your character knows.

CLASS means what **CLASS** this skill is under, or in other words, what the skill is for.

SUBJECT is a more specific version of **CLASS**, narrowing down what the character is good at.

SPECIALTY is the most specific version, for when characters know specific weapons and such.

RANK is how good they are at this skill.

An example would be

[SK]Firearms: Pistols/Colt 1911 - 3

This means that the character is good at using a Colt 1911.

This method of making Skills allows for an infinite amount of skills along with the ability to differ

your learning method. For example

[SK]History: Roman/Latin -1

[SK]Linguistics: Old Languages/Latin -1

They both mean the same exact skill, however how and why they learned it differ from one to another.

This is important, because using a d10 as an example, if you have 5 in Latin, then you'll get 1 point in Old Languages, and if you get 5 points in Old Languages, then you'll get 1 point in Linguistics. Because while you may not be extremely good at any of the other old languages, the fact that you know Latin well enough means you might've learned a thing or two about the others, or maybe you just happen to recognize things because languages were very similar back then? With all your knowledge on Old Languages, you'll start learning the very basics of Linguistics in general. Stuff like that.

Then comes **TRAITS**.

[TR] NAME: EFFECT

Traits are like passive skills from other games. They're always on and affecting your character, sometimes only affecting your character under certain circumstances, they can also affect other characters as well.

Then **ABILITIES**.

[AB] NAME: EFFECT (COST)

Then there are the more active skills from other games. These come in the form of **Abilities**.

Be sure to use a mix of Skills, Traits, and Abilities to your best advantage and blahlablhlb.

HOW DICE ROLLS WORK

The amount of dice you roll depends entirely on the stats you are using. However this is almost impossible to explain without using examples, so lets jump right in.

For our example, we will use a d10, because it's a pretty easy to understand dice type.

Basically, let's say your stat is 6. How many dice would you roll? You figure it out by following a simple pattern:

Half of a d10 would be equal to a single Die. In numbers that would be:

1, 2, 3, 4, and 5 would all equal one die.

So if your stat is 1 to 5, you'd roll one die.

But, you say, what about 6? Because my stat is 6!

Well thats easy to fix! you just multiply the last amount of numbers by two!

So now you have a whole d10 after that half, so...

6, 7, 8, 9, 10, 11, 12, 13, 14, 15 would all equal one more die, plus the last die. So two dice all in all.

Then if your stat is still higher than that, then just multiply that amount by two again

so 16 to 35 would all equal another die, or three dice all in all.

But Lady Sevacre, what if I'm using multiple stats?

Simple, you add them all, then look at the chart. So let's say you're going to use your Strength to pick something up, then your Reflexes to jump around while carrying it. You would add your Strength and your Reflexes (4 and 6 in this example) which is now 10. Then you would look at the chart, a stat of 10 equals 2 dice to use.

Now, I bet you're asking, what the hell do I do with all this dice now that I have them?

There are two different type of dice rolls that I can think of.

One would be a difficulty level, where your GM tells you a certain number to roll over.

While the other would be a challenge, where you try to roll over someone else's roll.

That's all you should need to know.

HOW d- WORKS AND HOW TO CONVERT BETWEEN dTYPES

Oh boy now I bet you're wondering how d- works aren't you? Because here it comes!

All dice can switch between eachother, you can also use only one dice type for everything. It works like this, 1d100 is the base that all the dice are converted through. You take the current dice type (d6 for example) and convert it to d100. If you're already using a d100, then skip this step. Once converted, you convert it to the nextt dice type (d20 for example). Conversion works

like this:

To convert stats to d100, you divide 100 by whatever dicetype you're using (6 for this example) then multiply the stat by the result.

So $(100/6)x$ where $x = \text{stat}$.

To convert stats FROM d100, it's the other way around, so lets use d20 for this example.

So $(20/100)x$ where $x = \text{stat}$. Always keep the decimal, but treat it as an improvement point!

Here's some friendly things already done so you don't have to do a bunch of algebra bullshit!

All you have to do is multiply using this hand little chart.

[d#/to d100/from d100]

[d2/50/.5]

[d4/25/.25]

[d6/16.66/.06]

[d8/12.5/.08]

[d10/10/.01]

[d20/5/.02]

There you go!

IMPROVEMENT POINTS

Now you probably noticed two things by now, firstly, there's no EXP or something, secondly, I mentioned Improvement points in the previous part, so you're now wondering 'boy sevacre, how does my character level up?' well stop asking questions and let me explain.

Whenever you do an action successfully, you have a small chance of gaining IP, the method of figuring this out depends on your GM, who can decide to give it to you, or roll a dice to figure out. Now you do NOT get to choose where this IP goes, it instead goes into whatever stat was used for that successful action! So let's say you used your strength to pick up a really heavy door or something so your friends would slide through. Let's say you succeeded and got some IP. The IP would immediately be rewarded to your Strength stat.

Now the amount of IP you need to move to the next 'level' is determined by what level it is currently on. The formula for level the amount of IP from level zero to level one is. 100 divided

by whatever dice type you're using. So on a d10 character, you'd need 10 IP to move a character's strength stat from 0 to 1. From that point on however, the formula becomes

$[a+bc]$ where **a** is the current ip amount, **b** is the dice type, and **c** is the current level.

Always round up!

So let's write an example for d10s, up to level 5.

100 divided by 10 (for d10) = 10.

so

0 to 1 = 10 IP required.

When you want to get to level two, you would take

$10 + 10 \times 1$

so

1 to 2 = 20 IP required

then

$20 + 10 \times 2$

so

2 to 3 = 40 IP required

then

3 to 4 = 70 IP required

4 to 5 = 110 IP required

infinite leveling yaaaaaaaaaaaaaaaaay

Strain and Stress

Now that all of that technical mumbo jumbo is out of the way, its time to start explaining more mechanics! You see, strain and stress determine effects that are currently had on your body

They're pretty easy to get your head around,

LOCATION: DESCRIPTIVE EFFECT(GAMEPLAY EFFECT)

It'd be easier to explain with an example!

Right Bicep: Bullet Wound (-1S to any actions done using right arm)

There you go!

Strain and Stress are basically just Physical Strain and Mental Stress, so you can also do pain and nausea and any other kinda effects!

GEAR

GEAR encompasses all possible items, armors, weapons, and anything like that really!

Here's the stats:

Gains: This is the actual stats for the item

Encumbrance: This is how hard it is to carry an item

Access: This is how you use the item

Resistance: This is what the item is currently resisting, kind of like STRAIN/STRESS but for the item!

Basically, using this method, you can instead combine items for different purposes, a weapon can be armor and armor can be a weapon and such!

However that doesn't mean there aren't normal Gains for items so here they are!

COMMON GAINS

-BALLISTIC RANGED WEAPON:

Caliber-(Caliber fired)

Magazine Size and Type- (Magazine size and what kind of magazine is it)

Upgrade Points- (Place you can put upgrades and attachments on)

Range Increment-

Max Range-

Error Range-

-NON BALLISTIC RANGED WEAPON:

Ammo- (Ammo type and amount)

Effects- (The type of effects it can deal)

Range Increment-

Max Range-

Rate of Fire-

-MELEE WEAPON:

Effects-(The type of effects it can deal)

Range-

-CASED/SHELL AMMUNITION:

Caliber-

Effects-

-MISCELLANEOUS AMMUNITION:

Use- (Where it's used, what it's used for)

Effects-

-EXPLOSIVES:

Effects-

Blast Radius-

Shock Radius-

-ARMOR:

Type- (How good it is at stopping damage)

Parts covered- (Body Parts covered)

Bonuses- (Any bonus effects it gives, whether negative or positive)

Please note, you can infact make your own gains for your own items should it not be listed here, it's always up to you!

But now let's put it together with the other things and make an example gun:

Example Gun

Gains:

Caliber- .20

Magazine Type and Size- 7 shots/Box

Range Increment: 2 meters

Max Range: 20 meters

Error Range: 10%

Encumbrance: 2

Access: One-Handed Weapon

Resistance: None

Range Increments, Blast Increments, and Shock Increments

Since you're smart I'm sure you're wondering what those 3 things mean and you probably have your own theories or know what system I lifted them from.

I'll explain them in that order up there.

So first, **Range Increments**

Basically, you have **Range Increments** since your bullet doesn't exactly go straight, sometimes it veers off to the left a little, maybe gravity pulls it down. So when you plan on shooting someone, you use your **Range Increments** to figure out any negative bonuses you'll have. For example, if someone is 5 increments away, then for every increment past the first one, you'll add -1 to your roll to hit! It works simply like that.

Blast Increments are exactly the same, except instead of rolling to hit, the damage impact is lessened the farther away you are from the center of the explosion!

Shock Increments are exactly the same as Blast increments, except they're the shockwave whereas the Blast Increment is the shrapnel/fire/plasma/whatever!

There you have it, wasn't that easy?

But also let me go ahead and explain Error range, you see, it basically means if your item malfunctions, in the case of a gun, it might jam, or maybe your pda froze for a little. It's up to your GM where the Error Range goes (or up to you, if you so wish).

After you do your action, whether its successful or not, you have to roll for error range! This is done by trying to get under the number, if you go over, then the Gun jams, or the PDA freezes, or your visor fogs, or whatever, then you have to spend some AP fixing it. Yaaaaaay random fuck-ups!!

VEHICLES

Quick question, who likes vehicles? Because I sure do!

Now much like how there's **PERSON** and **GEAR** I'm going to let you guess how we're going to make the stats for a Vehicle... come on... guess...

If you guessed **VEHICLE** then you're right and obviously you're a smart cookie :)

Okay so **VEHICLE** stands for

Velocity- (The top speed of the Vehicle)

Engine-(I'll explain this later, it's tied to Efficiency)

Hardness-(How hard the vehicle is, along with how big it is)

Impetuosity- (Handling)

Condition- (HP and effects and such)

Locomotive-(Acceleration/Deacceleration)

Efficiency- (Redline, which I'll explain in a bit)

Okay so to move your vehicle, you will accelerate or deaccelerate depending on the two numbers you've chosen for your **Locomotive** stat. You can only accelerate that much per turn, so if your **Locomotive** stat is 3 meters/6 meters, then you can only accelerate by 3 meters a turn. This means from a stand still, you can move 3 meters, then the next turn 6 meters, then 9 meters, then 12 meters, and so on. When you want to brake, you can only slowdown as much as your **Locomotive's** Deacceleration stat. So from 12 meters, you'll move down to 6 meters, then to a full stop. That's 2 turns. **Velocity** is your top speed and you cannot make your vehicle go faster than this under it's own engine.

Hardness, Impetuosity, and condition are pretty self explanatory. But here comes the fun part

Engine and Efficiency.

Basically, When your vehicle takes damage, it can lose some **Engine**. If it goes lower than the **Efficiency**, then all systems powered by the vehicle stop working. The vehicle can still drive and move however. Once **Engine** reaches zero, the vehicle is totaled and can no longer move. This allows you to disable vehicles without destroying them and such.